

SKILLS PROGRESSION: DIGITAL LITERACY

F2	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
DLF.1	DL1.1	DL2.1	DL3.1	DL4.1	DL5.1	DL6.1
Be able to use a shortcut such as an icon on the desktop to navigate to a specific website, or an icon on a tablet to open a specific app.	Be able to access information on the internet and navigate a website using a QR code or links.	Be able to independently navigate to the right information on a website using links or buttons.	Be able to identify and use links within a web page to answer questions.	When searching for information online, be able to evaluate how appropriate a website is.	Be able to search the internet for specific information using tools such as Boolean search or Google Advanced Search.	Be able to identify irrelevant, implausible and inappropriate information, when searching for information online.
DLF.2	DL1.2	DL2.2	DL3.2	DL4.2	DL5.2	DL6.2
With support, be able to access and view pictures they have taken on a tablet.	With support, be able to access and view pictures or work via an online platform.	With support, be able to share pictures or work and complete activities, logging on to an online platform.	Use computer networks, including the world wide web to independently share suitable pictures and work and complete activities, by logging on an online platform.	Use computer networks, including the world wide web, to work collaboratively with others with support.	Use computer networks, including the world wide web, to work collaboratively with others with support. to engage in online communication with teachers and other pupils, making use of a growing range of available features within the online platform.	Use computer networks, including the world wide web, to work collaboratively with others to work with others to create an online collaborative project for a specific purpose, sharing and appropriately setting permissions for other group members.

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DLF.3	DL1.3	DL2.3	DL3.3	DL4.3	DL5.3	DL6.3
Be able to demonstrate knowledge of different uses of the internet.	Be able to use a search engine or in-app search to search for and save images, using keywords provided by the teacher.	Be able to use a search engine to search for given information, if necessary using keywords provided by the teacher.	Independently, be able to use a search engine to search for specific information.	Be able to search for and select relevant information (pictures and text) to use in other software, sorting by text, pictures, sound and video.	Be able to search using more than one search term, adapting the search terms to refine search results.	Be able to show an awareness that some media is copyrighted and cannot be used without permission.
DLF.4	DL1.4	DL2.4	DL3.4	DL4.4	DL5.4	DL6.4
Can explore simple digital simulations and games and find out 'what happens if'	Be able to change options in simulations that represent real or fantasy situations and scenarios to create different outcomes and effects.	Be able to make changes in a model/simulation and use them to make and test predictions.	Be able to enter data into a computer simulation, change data and observe changes in results.	Be able to explore and predict the effect(s) of changing the variables in digital simulations and observe the results.	Be able to use modelling and simulation software to explore or create realistic or fantasy representations of the real world.	Be able to use modelling software to explore and create detailed virtual environments or simulations.
DLF.5	DL1.5	DL2.5	DL3.5	DL4.5	DL5.5	DL6.5
Be able to tell an adult if they feel something they see online is inappropriate or hurtful.	Be aware of some of the dangers of online activity and know to tell an adult if they feel something they see online is inappropriate or hurtful.	Be able to explain online danger and begin to be responsible for their actions online including saying what personal information should be kept private and explain why it is important to discuss their use of technology with an adult.	Be aware of some of the consequences of their online actions and be able to explain the importance of balancing game and screen time with other parts of their lives.	Be able to identify appropriate behaviour when participating or contributing to collaborative online projects for learning and understand the reasons for using strong passwords.	Be able to demonstrate an understanding of responsible social media use, including knowledge of their digital footprint, sharing information and images, and communication with others.	Be able to demonstrate an understanding of media bias and strategies for ensuring a balanced view, including gender stereotypes.

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DL4.6	DL5.6	DL6.6
Be aware of ways in which we interact with online communities and be able to suggest and use strategies for dealing with cyberbullying.	Be able to demonstrate an understanding of the risks of online gaming and know strategies for healthy online behaviours.	Be able to explain how to develop positive online relationships and have strategies to prevent and stop negative situations and manage their private information.